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SEGA

MARVEL

NINTENDO DS

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PRINTED IN THE USA

NINTENDO DS

# IRON MAN™



INSTRUCTION BOOKLET

SEGA



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

## **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

### **Convulsions**

### **Altered vision**

### **Eye or muscle twitching**

### **Involuntary movements**

### **Loss of awareness**

### **Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

## **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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REV-E



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Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.**

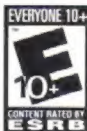


**Rumble Pak  
Compatible  
(sold separately)**

**THIS GAME IS COMPATIBLE WITH  
THE RUMBLE PAK ACCESSORY.**

## **CAUTION - Stylus Use**

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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# IRON MAN™

Thank you for purchasing *Iron Man™*. Please note that this software is designed for use with the Nintendo DS™ video game system. Be sure to read this software manual thoroughly before you start playing.

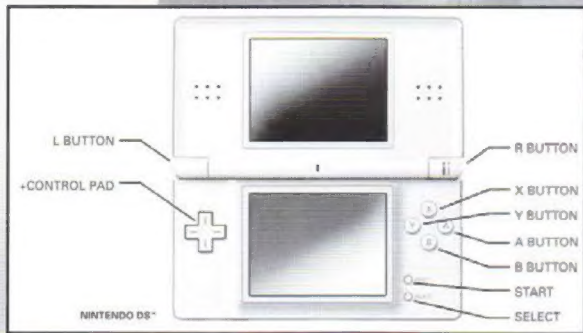
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## GETTING STARTED

1. Turn OFF the Power Button on your Nintendo DS™ System. Never insert or remove a Game Card when the power is ON.
2. Insert the *Iron Man*™ Game Card into the Game Card Slot on the Nintendo DS System. To lock the Game Card in place, press firmly.
3. Turn ON the Power Button.



## CONTROLS

Go to the Options Menu to choose between the right-handed and the left-handed controls setup.

RIGHT HAND	ACTION	LEFT HAND
Move	+Control Pad	Fire EMP
Fire EMP	A Button	Move right
Fire EMP	B Button	Move down
Fire EMP	X Button	Move up
Fire EMP	Y Button	Move left
Use Afterburners	L Button	Use Afterburners
Use Afterburners	R Button	Use Afterburners
Fire main weapons / Advance dialog	Tap Touch Screen	Fire main weapons / Advance dialog
Pause Menu	START	Pause Menu



## INTRODUCTION

Tony Stark had it all: a genius mind, fame, and even a multinational corporation. But his life would soon change forever. During a routine weapons test in the Middle East, power-hungry militants led a violent ambush against Tony and claimed him as their prisoner. Armed with Stark Industries weaponry, Tony's new foes demanded he construct a new ultimate weapon for them. Instead, with the help of fellow captive Yinsen, Tony built his own ultimate weapon – a powerful suit of armor that served as the key to his heroic escape.

After returning home, Tony's near-death experience drastically altered his outlook on life. The attack against Tony – with his own creations, no less – inspired him to cease production of all Stark Industries weapons, despite the protests of longtime family friend and mentor Obadiah Stane. And that wasn't all. Aided by his charming assistant, Pepper Potts, and equipped with a new suit even more advanced than the one used in his escape, Tony took it upon himself to destroy all Stark weapons in enemy hands – personally. He became more than a man. He became Iron Man.

## MAIN MENU

Tap on the Touch Screen or use the **+Control Pad** to select the following options:

**New Game:** Select one of three Save Game slots, then choose the mission difficulty to begin.

**Load Game:** Load a saved game from one of three Save Game slots. The top screen displays the upgrades purchased so far.

**Options:** Choose between left-handed and right-handed control schemes, choose language, toggle Rumble Pak ON/OFF and view game credits.

## SAVING AND LOADING

When you start a new game, you must select a Save Game slot. Your progress is automatically saved to this slot following the completion of each mission.

To load a saved game, choose Load Game from the Main Menu and select a save game slot, then tap the Select icon on the Touch Screen to confirm.



## PAUSE MENU



Press **START** while playing to open the Pause Menu. The top screen displays mission stats. Tap on an option:

**Resume:** Close Pause Menu and continue playing current mission.

**Options:** Choose between left-handed and right-handed control schemes, choose language and toggle Rumble Pak ON/OFF.

**Quit:** Quit current mission. Select Abort to return to the Mission Selection screen. Select Quit Game to return to the Title screen.

## GAME SCREEN



**1. Shield Meter:** When this gauge is empty, your suit automatically loads a reserve power cell. If you have no reserve power cells left, the mission is over.

**2. Flashing Communications Button:** Tap when the icon is flashing to receive a message.

**3. Radar:** Indicates off-screen (arrows) and on-screen objectives (targeting reticle).

**4. EMP Charge Meter (Mark III suit):** Indicates the current



charge level for the EMP Generator. The gauge must be filled completely before you can fire the weapon.

**5. Melee Charge Attack (Mark I suit):** Press to lunge forward into a Melee Charge attack in the direction you are currently facing.

**6. Unibeam Cannon (Mark III suit):** Tap to start the charge-up sequence for the Unibeam cannon. Once it has charged, tap in the direction of the desired target to fire the weapon. You can redirect the Unibeam cannon while firing by moving the stylus on the Touch Screen.

**7. Objective Target Health:** Indicates the Health of the current objective target you are battling.

**8. Reserve Power Cells:** Indicates the number of reserve power cells you have.

**9. Missiles (Mark III suit):** Tap and hold to start the missile lock-on procedure. Release to fire at all locked targets. The number on the icon shows your missile supply.

## SHIELDS

Without power, your suit shuts down and all systems cease to function, including shields. Fortunately, you carry backup power cells, which let you continue if your power is depleted. Depending on the difficulty level you selected at the start of the game, you

may carry up to three backup power cells. When you run out of backup power cells, however, your suit powers down and you fail the mission.

In Super Hero difficulty, you do not carry any reserve power cells. If your shields fail, the mission is over.

## Regaining Shields

You can find Shield Recharge power-ups by destroying some containers and vehicles. These refill your shields completely.

## Upgrading Shields

You can upgrade the Mark III suit's shields from the Upgrades menu. There are six total upgrades available, each increasing your shields by 33 percent.

## WEAPONS

### Flamethrower (Mark I suit)

Fire the Flamethrower by tapping the Touch Screen toward your target. Hold down to continue firing.

### Melee Charge Attack (Mark I suit)

Press the **A Button**, the **B Button**, the **X Button**, the **Y Button** or tap the Melee Charge attack icon to launch forward and perform a charging punch attack in the direction you are facing.



### **Repulsor Ray (Mark III suit)**

Tap the Touch Screen toward your target to fire high-velocity energy pulses. Hold down to continue firing. The Repulsor Ray has unlimited ammunition. There are eight upgrades for the Repulsor Ray, which increase firing rate and damage.

### **Unibeam Cannon (Mark III suit)**

Tap the Unibeam Fire icon to charge the Unibeam cannon, and tap once the weapon is charged to fire in the direction you are facing. There are six upgrades for the Unibeam cannon, which increase damage and turning speed, and decrease the charge and cooldown time.

### **EMP Generator (Mark III suit)**

The EMP Generator is a last-resort weapon that fires an electromagnetic pulse (EMP for short), destroying all enemy bullets and missiles on the screen and briefly disabling them.

Fire the EMP Generator by pressing the **X Button**, **Y Button**, **A Button** or **B Button** (right-handed controls), or the **+Control Pad** (left-handed controls). You must let the EMP charge after each shot. There are five upgrades for the EMP, which increase stun effect and decrease recharge time.

### **Missile Launcher (Mark III suit)**

Tap the Missile Launcher icon, hold it to lock on to your nearest

target and release it to fire. You can lock onto up to three targets at the start; upgrading your missiles will increase the number of targets (up to eight) that you can lock onto. You receive one additional missile with each upgrade.

You can find missile ammo power-ups by destroying some containers and vehicles. You can carry no more than 99 missiles at a time. There are five upgrades for the Missile Launcher, which increase damage and the number of missiles you can fire in one volley.

## **MISSIONS SUMMARY**

### **The Escape**

Tony Stark is captured by Raza's men and is forced to build weapons for them. Instead, he creates the Iron Man Mark I suit and uses it to escape from his prison.

### **Gulmira Weapons Cache**

Tony realizes that he needs to destroy all of the weapons he's ever manufactured. As Raza and his militants have a large supply of them stored away in Afghanistan, Tony decides to infiltrate their walled fortress.

### **White Sands**

After analyzing the tank wreckage from Gulmira, Pepper realizes that the Maggia is behind the Stark weapons distribution. Tony



heads to White Sands, New Mexico, to a rumored weapons storage facility owned by the Maggia.

### **Nefaria Family Compound**

Tony learns the Nefaria family is getting a weapons shipment from one of the other Maggia houses, and he's all but sure Stark merchandise is involved. Tony heads to the Nefaria family compound to prevent this from happening.

### **Maggia Flying Fortress**

The Maggia Flying Fortress has been spotted over the Atlantic Ocean, its intentions unknown. Tony decides it must be destroyed before it reaches U.S. soil.

### **Controller**

Data from the Maggia Flying Fortress reveals that a scientist named the Controller is performing mind-control experiments on a stolen U.S. naval fleet. Tony heads to the frozen North Sea to stop him.

### **Greek Islands**

Pepper learns the Maggia have developed a new orbital weapon platform and have just brought it online. Tony heads to the Maggia base in the Greek Islands hoping to put the monstrous weapon out of commission.

### **Iron Monger**

Obadiah Stane sends his arsenal of prototype flight suits in an all-out assault on Stark Industries headquarters. Tony confronts him to save his friends' lives and protect his newfound legacy.

### **MISSION COMPLETE SCREEN**



At the end of each successful mission, this screen displays a summary of the number of enemy units killed, structures destroyed and Research Points earned. Tap Next to continue to the World Map screen.

Your next mission is shown on the world map. Tap the Mission icon to start your next mission. Tap Upgrades to enter the Upgrades menu.





## UPGRADES



Research Points (RP) are earned by destroying enemy units and buildings. You can use RP to purchase tech upgrades.

Tap an Upgrade icon to display information about that upgrade on the upper screen, including its effects and cost. The number of levels you have in that upgrade is displayed in the gauge to the right of the upgrade description.

To purchase an upgrade, tap and drag it to the suit on the right side of the screen. The cost will be deducted from your RP total. If you don't have enough RP, you will not be able to purchase the upgrade.

Tap the Quit button to exit the Upgrades menu. You will be asked to confirm the upgrades you purchased. Tap Apply to purchase the upgrades you selected or tap Cancel to cancel the order.

### Upgrade List

Here are the seven types of upgrades available:

#### Repulsors



There are eight upgrade levels, which boost damage from 125% to 500%, and increase firing rate.

#### Unibeam



There are six upgrade levels, which increase damage from 150% to 500%, boost turning speed, and reduce charge time and cooldown time.

#### EMP



There are five upgrade levels, which increase stun duration and reduce recharge time.

#### Shields



There are six upgrade levels, which increase maximum shield capacity from 133% to 300%.



## Missiles



There are five upgrade levels, which increase the number of missiles you can fire in a single volley, as well as the damage each missile deals. Upgrades also reduce the time it takes to lock onto enemies.

## Combat Booster



There are five upgrade levels, which increase flight speed up to 150% while you are firing weapons.

## Afterburner



There are five upgrade levels, which increase flight speed up to 150% when you are using afterburners.

## ONE MAN ARMY MODE



You are confronted with wave after wave of increasingly difficult enemies in One Man Army mode. How will you rate in this ultimate test of Iron Man power and skill? To unlock this mode, you must first complete Story mode.

In each arena, you must complete 15 to 25 rounds in order to win. During each round, multiple waves of enemies attack. Once you defeat all the enemies from a round, you get a few seconds to rest before the next round starts.

Supply trucks will occasionally roll into view. Destroy these to obtain shield recharges. You can also find missile ammo pickups scattered throughout each arena.

**Note:** You do not have any backup power cells. If you run out of shields, the trial is over.

You receive a rating after completing the One Man Army challenge. In order to receive the highest rating, you must achieve a time threshold.



## Arenas

### Nefaria Mansion

This is the easiest arena to conquer, and features a balanced mix of air and ground combat units. Supply trucks appear every four of 15 total rounds.

### Maggia Airbase

This medium difficulty flying fortress features a flight deck with a near-endless supply of aircraft, and a supply deck housing dozens of tanks and mobile anti-air units. Supply trucks appear every five of 20 total rounds.

### Greek Islands Base

In the second most difficult arena, you have nowhere to hide as you are assaulted by countless waves of powerful ground and air units. Supply trucks are dispatched every four rounds in 25 rounds of combat.

### Stark Industries

You have more room to move around in this extreme test of battle skills, but enemies will be at their deadliest. Supply trucks are dispatched every five rounds for 25 deadly rounds – but only four trucks total will dare make the journey.

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